

***Hole of Mana* by Joseph D. Smith**



I have invented a new playing card game, with a regular 52 card deck, called **Hole of Mana!** Here it goes:

You are fighting to deplete your opponent of all of their cards in their hand, called Mana, while being the player with the most cards in their hand, Mana, at the end of the game.

This game is played only between two people.

Both players are dealt ten cards.

The player left of the dealer goes first by picking any card from any suit, the numbers don't matter.

The opponent will then discard all of their cards of that suit that they have in their hand.

-If the opponent does not have any cards of that suit, then the player who played that suit must get rid of all cards of that suit instead.

-If the above situation happens, and neither player has any more of that suit, then the play continues as normal.

The opponent then picks any suit of their own, which then the opponent must discard all cards of that suit just like the other player did.

Play continues until all suits have been played, once. This leaves cards in each players hands.

If any player runs out of cards in their hand at any given moment, they automatically lose.

Whoever has the most cards, Mana, in their hands at the end of the game wins!

If the game ends in a tie, the last person to play has to discard their last Mana, and loses.

There really is no best way to play, as if you want to have the most cards in your hand, you will have to risk it by discarding the suit that you have the most of, with the hopes that your opponent actually has one of those suits; but if they don't have any of that suit, then you are screwing yourself over. If you try to get rid of a card that you only have one of, your opponent might catch you later on by getting rid of one of your higher amounts of Mana! Who will win?